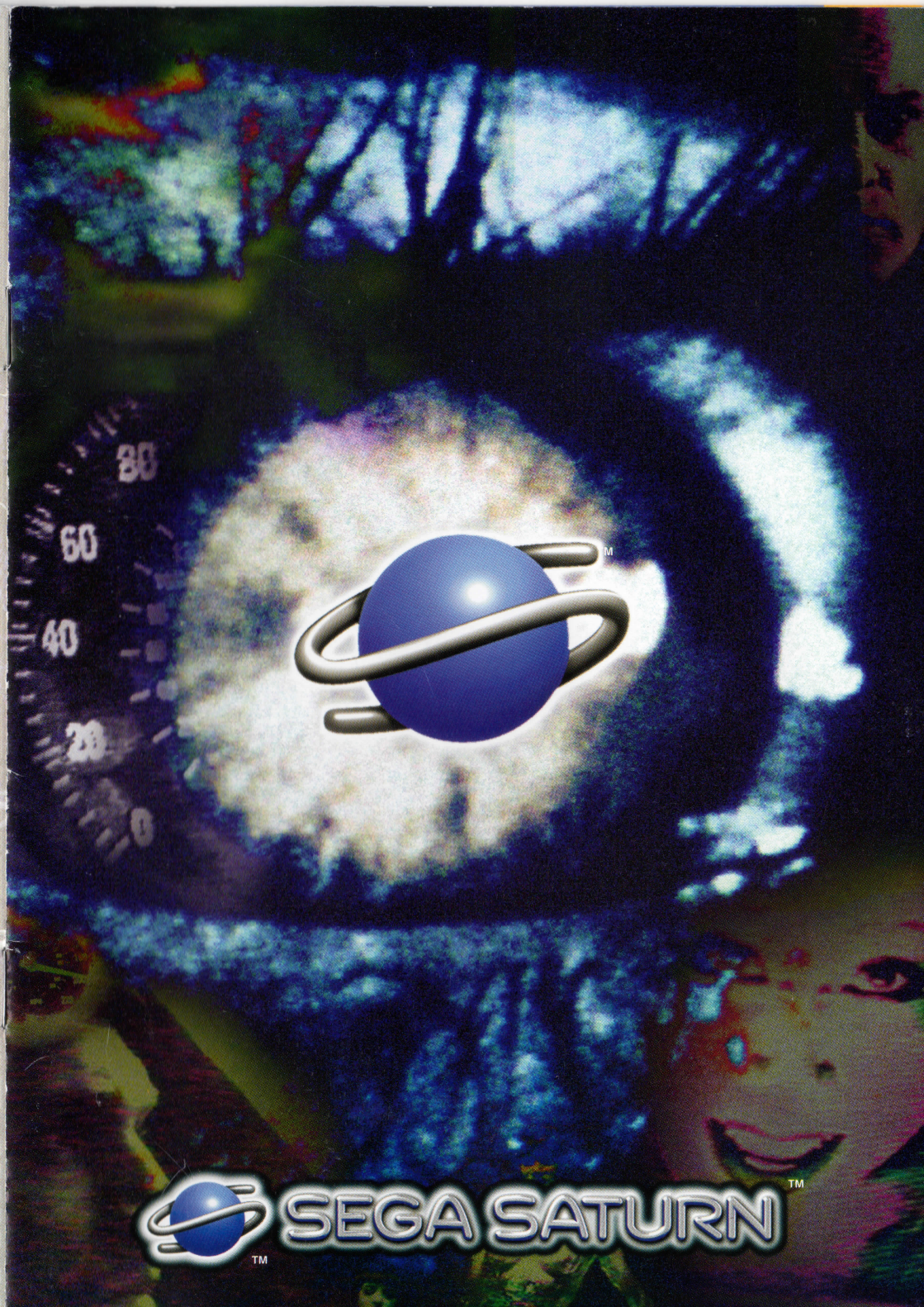
AND YOU THOUGHT IT WAS JUST A GAME

SEGA SATURN™ TIPS & HINTS LINE: 0891-78-78-10*

E-Mail: segasaturn@soehq.sega.co.uk

Web site: http: //www.sega.com

*Max. call charge at peak rate is £2.94



SEGA SATURN™

SEGA SATURN. BECAUSE REALITY ALWAYS HURTS.

They say there's no gain without pain. And for when fantasy meets reality in a moment that powers the hand and tingles the spine, only the ultimate home entertainment machine will suffice.

For that never-to-be-forgotten frisson of excitement, the Sega Saturn has the technology. Millennium-ready, this next-generation video games platform brings arcade gaming into the home with more crispness, clarity, sophistication - and sheer bat-out-of-hell dynamism - than any before it.

The Hardware Advantage of Sega Saturn

Three Hitachi RISC processors create a 32-bit parallel processing powerhouse; SFX and movement are separately controlled for maximum efficiency.

Red Green Blue (RGB)* input from direct video connection ensures sparkling contrast and colour saturation; a major advance on competitors' composite methods.

Intelligent double-speed top-loading CD drive for ease of use and instant ignition.

32 channel digital stereo sound from dedicated 16-bit processor and Yamaha DSP custom sound chip (including SurroundSound mode).

Astounding half-million polygons per second.

True multimedia playing capability - audio CDs*, video CDs to MPEG1 standard*, Photo CDs, graphics and extended graphics CDs.

Internet Browser in development.

Built-in 256Kb memory.

*Requires additional purchase

Why Parallel Processing?
In a nutshell, one CPU controls movement, the other handles sound and effects. While other games systems assign all computing tasks to a single processor, Sega Saturn maintains optimum speed and quality by spreading the load. Two Hitachi SH2 32-bit RISC processors (which provide Saturn's main processing power) work together with the system's more specialised chips to deliver the ultimate gaming experience.

So why two dedicated 3D graphics processors? Each VDP (Video Digital Processor, developed from Sega's advanced arcade systems) has a specific task. VDP1 is the advanced geometry engine, which generates object and gameplay image characteristics. By manipulating polygons and sprites, characters and other game elements are enlivened with 3D realism.

VDP2 controls backgrounds and scrollplaning, creating the graphics 'behind' the action. It will display as many as five background planes and rotate two playfields, seasoning the gameplay with a dynamic depth and perspective.

It's the most advanced games player and home entertainment system you'll find anywhere today. Now read on for upgrade possibilities and a catalogue of over 100 great games titles...

HARDWARE VIDEO CD CARD

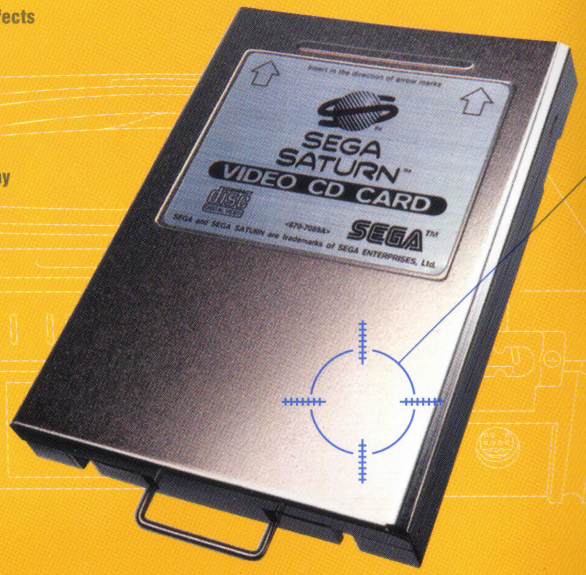
Playing the hands the others miss

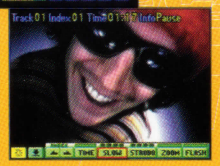
For maximum enjoyment of over 200 movies and music videos, upgrade your Saturn with the Sega Saturn Video CD Card. Installation of the Video CD Card will enable you to play Video CDs holding up to 74 minutes of VHS-quality pictures with high-power digital stereo sound. Based on the worldbeating MPEG1 digital compression standard, the Video CD Card faithfully reproduces a picture quality competitors can't match, with an icy brightness and crystalline sound clarity only available from CD technology.

- Unlike most other Video CD players, the Saturn is wholly interactive, allowing you to perform many trick functions during playback. And operation couldn't be simpler with an easy-to-follow menu providing access to a host of features.

VIDEO CD CARD

- Play, Pause, Stop
- Forward/Backward skip
- Four levels of slow motion and strobe effects
- Three types of Repeat
- Index & Time skip
- Advanced Zoom and Pan system
- Easy-to-use icon controls
- Intro-scan
- Flash function allows nine-picture display
- Compatible with Video CD v.2.0
- MPEG1 White Book Standard
- Polygram sample disc included



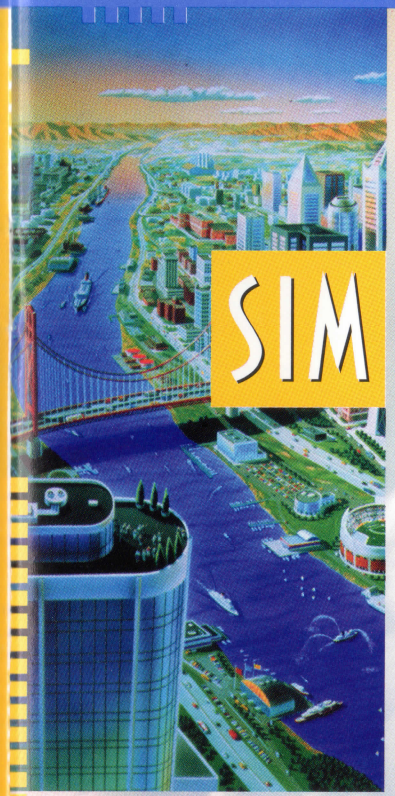


"Our experience this year shows a rapidly growing market for Video CD software. We at Polygram welcome the Sega Saturn into this exciting market with the launch of their MPEG Video CD card."
Mike Bridger,
Polygram's Director of Commercial Operations, Europe.

COMPACT disc DIGITAL VIDEO

SEGA SATURN™

SEGA SATURN CONSUMER BROCHURE WINTER 1995



FROM THE PC TO YOUR SOUL

They won a raft of awards on PC. Now here are two titles charting their course through the outer reaches of Sega Saturn...

SIM CITY 2000

THE ULTIMATE CITY SIMULATOR

MAXIS

WHAT SATURN DOES FOR SIM CITY 2000:

Architecture matures to match the passage of time.

Earthquakes, fires, riots, tornadoes and alien invasions test quick thinking and crisis management skills to the limit.

Cash incentives for disaster management.

Enhanced 3D graphics take full advantage of Sega Saturn platform.

MYST™

It is written - a dream ticket to another reality
Who knows what lies shrouded within Myst? Complex and intriguing, mystical and elegantly beautiful, Myst explores a parallel universe through the pages of a yellowed and ancient tome.

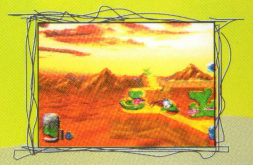
SUNSOFT CYAN

SEGA SATURN™

Bug!

Once bitten, there's no cure - for the toughest video game on earth

Revolutionary 3D multiplaning and the parallax scrolling power of the Saturn all count. For with 6 individual kingdoms and 18 levels, this tentative tour of the insect underworld is the hardest platform game of all. The endearingly creepy characters which infest Bug's world-wide-web include the spidery **Queen Cadavra, Daddy-O-Long Legs, Bee-52,** the **Fire Ants** and the most ferocious **Dung Beetles** ever to pass the audition. You'll crack it eventually - or else it's insecticide...



and watch out for the sequel Bug! Too! in '96

SEGA SATURN™

ROBOTICA

Arm yourself to the teeth with hi-tech silicon weaponry and confront world-threatening, virus-stricken robots in a texture-mapped, 32-bit stunner. A unique play engine gives you a different game every time, through some of the most scintillating virtual environments you'll ever discover.

CYBER SPEEDWAY

In an indeterminate future, the fate of the Earth - and of all creation - lies on the multidirectional turn and speed of your 3D cyberspace sled. Your opponents, the alien civilisations stalemated by the ravages of interplanetary war, are trained to perfection for the speedway event at the End of Time. Are you up to it?

WING ARMS

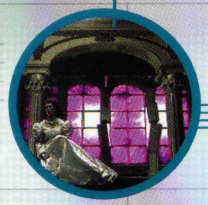
It's a wizard prang. Your Spitfire's payload just got uprated - to 50 missiles! Real Top Gun dogfighting from an era when flying was truly immediate and realistic, and when dodging the flak over spectacular, heavily-defended night-time cityscapes was only slightly less taxing than picking off that last Dornier. **Go on...take a flier.**

SEGA SATURN CONSUMER BROCHURE WINTER 1995

SEGA SATURN™

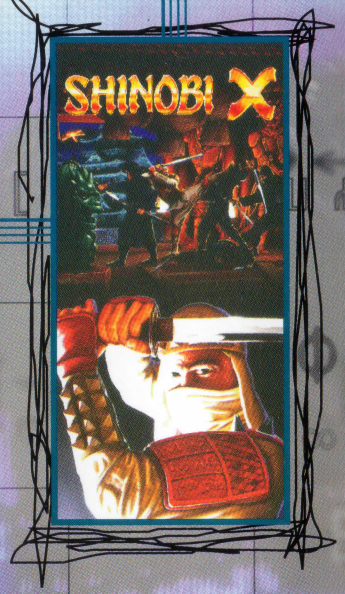
VIRTUAL HYDLIDE

The Princess has been abducted by the demonic Kobold... and you are her only chance of salvation. Simple? Not when you realise there are some rather nasty obstacles in the way, such as the Trents (a particularly vehement species of tree) and the Roper (a weird cross between a root and an octopus).



SHINOBI-X

The story of the Nijutsu master, his errant son Kazuma and the threatened beauty Aya is the stuff of gaming legend. Now this classic adventure bursts onto your console, in a head-swimming mix of relentless cold steel, demonic magic and nine challenging stages of supertough Ninja action.

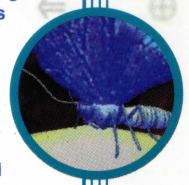


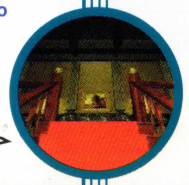
MYSTARIA

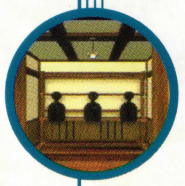
Picture the serenity of Queensland Kingdom. Picture a Prince, a Ninja, a Priestess and a small band of determined resistance fighters escaping the General's ravages. Now only they - alongside 150 attack strategies and a vast array of spells - shield you from nearly 50 different warriors as you vow to return the land to its rightful heirs...

THE MANSION OF HIDDEN SOULS

From the start, a crimson orb bathes the proceedings in a baleful glow. What is the reason for this bizarre lunar aspect, and what effect has it on the Mansion? As Jun, you and your partner Mike travel the Mansion meeting and talking with its strange residents, becoming steadily absorbed into theft, murder and the mysteries of the Tarot...







SEGA SATURN CONSUMER BROCHURE WINTER 1995

SEGA SATURN™

imagination station

VIRTUA FIGHTER

The greatest fighting sequence in games history is exclusive to Sega Saturn. And it's going from strength to strength... The legendary Virtua Fighter, with its arcade-shaking 700+ moves, nine polygon-based fighters, super-smooth sprite scaling and state-of the-art action simulation was just tailor-made for the Saturn.

TALKING TACTICS WITH YU SUZUKI

AM2's gaming guru talks about his forthcoming Virtua Fighter 2 conversion - and confirms you needn't be a technofreak to win.

Q: When you convert, do you create the movements for each character individually?

Yu: No. We normally convert data which already exists in the arcade version. But we have to get data into a form compatible with Saturn by compressing and adjusting it. And programs containing CPU-dependent sections are completely rewritten to ensure the processing speed is right. We're used to the discipline - remember, AM2 only makes games for the Saturn.

Q: So you concentrate on the speed and timing?

Yu: Yes. Research makes sure the timing matches that of the original.

Q: Is it true that the main concept is to reproduce 'real fighting'?

Yu: Absolutely. But the interesting thing about the Virtua Fighter series is that complicated commands don't necessarily produce the winning moves. You can be flashy and tricksy if you wish, but you can also win with simple techniques. In other words, even if you're not technically good at it, you can still play and win.

THE BEST JUST GOT BETTER

AM2 - Sega's groundbreaking R&D department, introduces Virtua Fighter Re-Mix - a full-screen revise of the classic original, with bigger characters, smoother texture-mapping and enhanced response timing from the control pad.

Every arcade move - and more - replicated with interest.

AM2 AM R&D DEPT.#2

"AM2 Don't make games for any other system"

SEGA SATURN TM

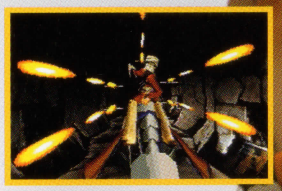
CLOCKWORK KNIGHT 2

The long awaited sequel and final act to the highly acclaimed Clockwork Knight, sees our hero Tongara de Pepperouchau, trying to rescue our heroine Chelsea.

PANZER DRAGOON™

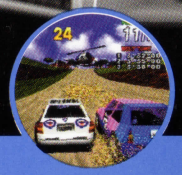
Like no shoot 'em up you've ever experienced.

No combat game shows off the Sega Saturn more awesomely than Panzer Dragoon - a fabulous 3D extravaganza which warps shoot 'em up gaming into another galaxy. If you've seen the visual style before, just think Mobius. First in a trilogy, and coming as an RPG in '96, your dragonrider rides, shoots and muscles through the most original and spectacular multi-dimensional visuals you'll ever see in a home game. Blast past the opposition with a choice of laser crossbow or guided plasma missiles, negotiate deadly aboreal landscapes haunted by lethal flying ships, and let the whole devastating experience simply nail you to the floor.



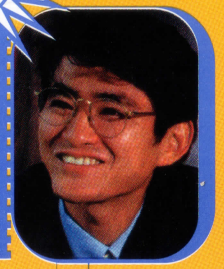
SEGA SATURN CONSUMER BROCHURE WINTER 1995

SEGA RALLY CHAMPIONSHIP
SEGA
SEGA RALLY
CHAMPIONSHIP
1995
INTERNATIONAL RALLY



AM R&D DEPT. #3

DON'T MAKE GAMES FOR ANY OTHER SYSTEM



TETSUYA MITZUGUCHI

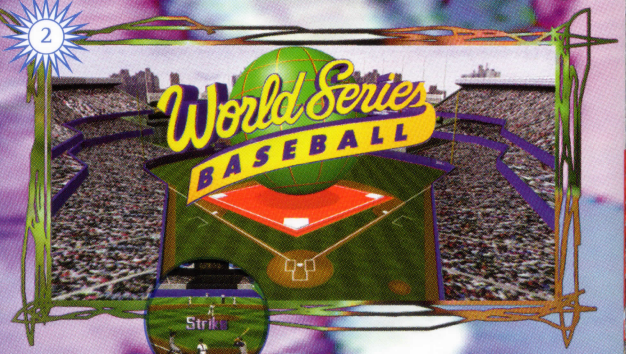
RALLY's AM3 mainman, Tetsuya Mitzuguchi, talks about the Championship conversion:

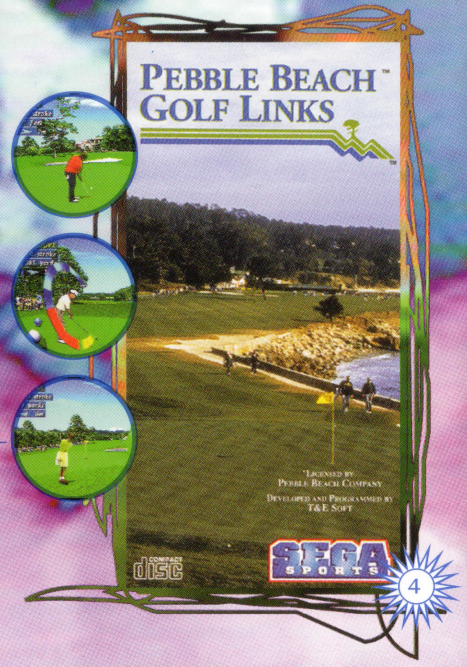
Q: How close is RALLY to the original arcade version?
Tetsuya: The same with the Saturn Control Pad, and even better if you use the Arcade Racer. The Model 2 boards we used in the AM only show one colour per polygon, while Saturn uses up to 16 colours from up to 32,000 per polygon.
Q: Are there any secret features?
Tetsuya: I won't tell you the main difference - you'll see! I can tell you that you can make special settings for the vehicles, and there's a big surprise waiting for the highest scorer. We've looked to include the kinds of extra excitement you'd find at a real rally.
Q: Did you drive a real rally car while you were making the game?
Tetsuya: I certainly did, and so did other members of the development team. I co-drove with Fujimoto of Japan and the WRC champion Dita Auriol, and picked up technical hints from the Indonesia Rally. All in all, we've been able to make the game even more realistic. And as AM3 doesn't make games in any other format, we can be really focused.

Home, arcade, or 'out there'? Just get behind the wheel and feel those 'G' forces... You pinch yourself, slap your face, prick your palm... and you're still at home. Synapses spark, your neck tingles, your stomach does handsprings. Because Sega Rally Championship doesn't just make an arcade of your living-room, it goes much further - catapulting you into the kind of steamhammer driving action you'll never find on the M25. Choose between a Celica GT4 and a Delta Intergrale '92. Manual or automatic, the difference is wafer-thin... just don't overcook that next bend!

- **Championship mode gives you three stages to complete - Desert, Forest and Mountain.**
- **Finally Lakeside, the most gruelling and dangerous test of all.**
- **Runs at a breathless 60 frames per second.**
- **The full speed, full power conversion that's rewriting the home games rulebook.**

SEGA SPORTS





1. **INTERNATIONAL VICTORY GOAL**
Run with the international premiership and recreate the electric atmosphere of a packed football stadium, in the most advanced soccer simulator ever to don a captain's shirt. Twelve different 3D playing angles and a fully controllable action reply mode; smooth, lightning-reflex player movement; and true spectator excitement.

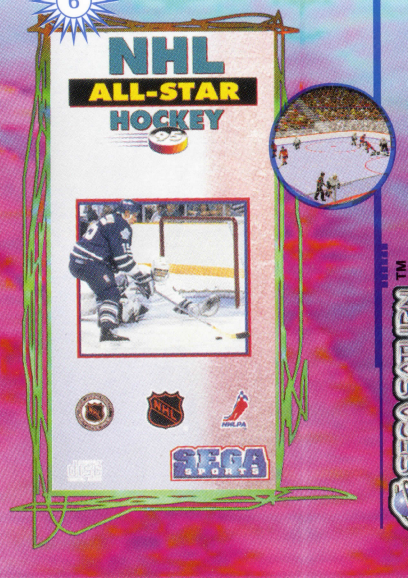
2. **WORLD SERIES BASEBALL**
Real players from the MLBPA and top teams from the two principal US divisions - American League and National League - are your hosts in the most authentic replication of daytime or night-time baseball this side of The Big Apple. Five game modes, including All-Star and Home Run Derby, throw you the curves at four real ballparks: Fenway Park, Astrodome, Wrigley Field and, of course, the Yankee Stadium.

3. **DIGITAL PINBALL**
Pinball Wizards everywhere will recognise the unique feel of a championship pin-table, with full tilt and flipper control and even that satisfying 'bounce'. With four tables, multiball mode and nine special activated rounds (all enlivened still more by a pounding heavy rock soundtrack) it's the most faithful reproduction of Pinball outside the arcade.

4. **PEBBLE BEACH GOLF**
With perfect playability, world-ranking 3D computer-generated viewpoints and stunning graphics, there's no excuse for slice or error as you tee off on one of the world's great courses. And if you do hit the rough, be certain that top US pro Craig Stadler will pick it up in his commentary. Seven play modes, three play views and the chance to take on up to three other players.

5. **NBA BASKETBALL**
Realistic four-player thrills, and you're your own Dream Team. This hit game features wonderfully realistic 3D graphics, perfectly digitised action sequences and a wide variety of original play perspectives.

6. **NHL ALL-STAR HOCKEY**
The famed Marv Albert's your commentator as one of the world's fastest team sports dynamites its way into your home. Over 16 3D playing perspectives, first-person viewing and instant coaching based on Marv's professional assessment of your last-period performance - and all the real hockey power plays you'd expect from Sega Saturn.



DAYTONA USA™

It's already dominated the arcades, now Daytona USA is screaming in on the home... and the graphical scenery and superb gameplay of Sega's original is even more challenging than ever.

F-1

Wondered who could possibly have the measure of Schumacher, Katayama, Hill, Hakkinen and Alesi for the next season? Perhaps it's you, as you smoke them all off the circuits at Monte Carlo, Hockenheim and Suzuka, in a blistering FIA-approved thriller.

FIA FORMULA 1 WORLD CHAMPIONSHIP

VIRTUA COP

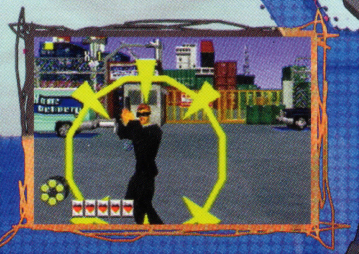
Another exclusive for Sega Saturn

Your shield, your weapon, your life... hey, your reputation are on the line here. So assume the position, draw a bead and loose off a quick few rounds from the optional Virtua Gun cyberpunk pistol. Then watch the bad guys of Virtua City scatter - and win you back your due respect - in this dazzling AM2 conversion.

THE VIEW FROM AM2: Yu Suzuki demonstrates Virtua Cop.

Q: This seems very much like the arcade version.

Yu: Yes, it's hard to believe it's running on a Saturn. We're really pleased with the quality - I'd say it's a hell of lot higher than many people will be expecting.



AM2 AM R&D DEPT.#2

THUNDERHAWK II

CORE DESIGN LIMITED

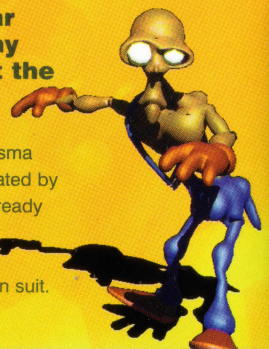
Devastating chopper combat action with polygon-generated objects and superb 3D fractal-mapped terrains. And watch out for some cracking tricks on the gameplay.

JOHNNY BAZOOKATONE

Cool 21st century surf-guitar dude he may be - but Johnny Bazookatone's champing at the bit with total hyperactivity.

Bigger than the Beatles, eating Elvis alive, he's totally driven, with 3D shape and charisma to match. Created by US Gold and ready to slip into Sega Saturn like a sharkskin suit.

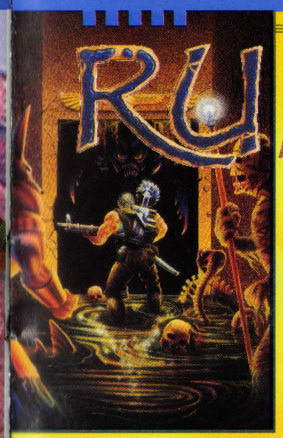
U.S. GOLD



SEGA SATURN™

RUINS

BMG INTERACTIVE Entertainment



Lobotomy's psyche-melting tour of things ancient and Egyptian. Destroy the evil minions of Ra and take out the mummified remains of long-dead pharoahs, in an eerily-thrilling, 3D polygon-created world.

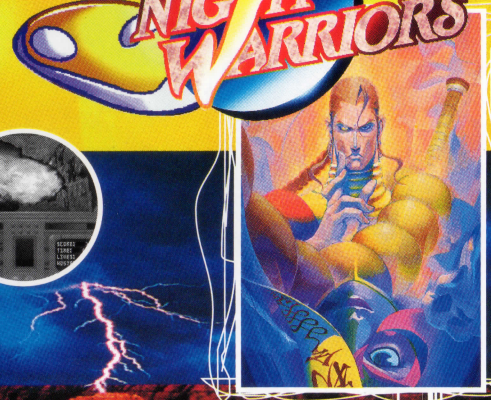
RAYMAN

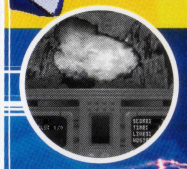
UBISOFT

RAYMAN
Forests, jagged mountains, a hostile city and labyrinthine caves all conspire to try and prevent Rayman reaching the Candy Chateau, for his final showdown with Mr Dark. With tough bosses leavened only by Betilla the Good Fairy and your skill, the boy from Ubisoft has his work cut out.

NIGHT WARRIORS
From Virgin Interactive comes the arcade hit developed by Capcom, featuring the mad Mystic beasts that are just hell-bent on mutually-assured destruction.

NIGHT WARRIORS

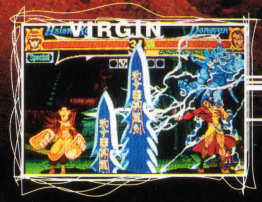




DESCENT

Spiral down into the violently compulsive 3D action which lies at the epicentre of this bizarre and disorientating realm.

Interplay



SEGA SATURN

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ELECTRONIC ARTS®

HIGH OCTANE

A futuristic racing game from Bullfrog, the award-winning team which piloted 'Magic Carpet'.

THEME PARK

Bullfrog's high-performing classic lets you build your own Theme Park - and become a shrewd judge of business in the process.

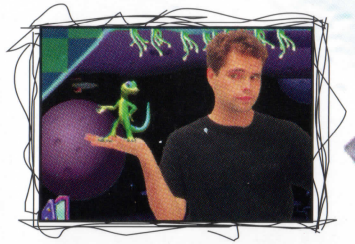
FIFA '96

John Motson's your amiable, knowledgeable host for the best in international soccer action. Virtual Stadium technology keeps your eye on the ball.

GEX

Gex just can't help engaging his mouth before his brain. Thankfully, you control his tail - it's the only way he'll get out of trouble!

CRYSTAL DYNAMICS

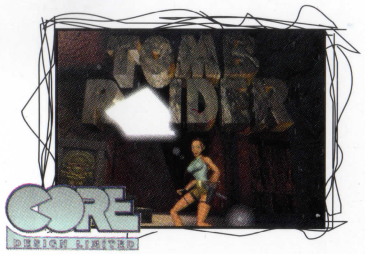


CASPER

Interplay's take on the smash summer hit, in which you become the friendly, ghostly star.

TOMB RAIDER

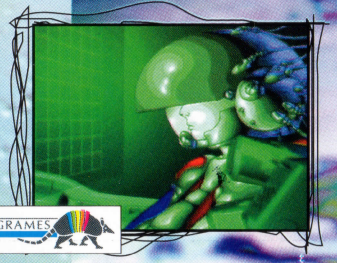
Advanced polygon technology and texture-mapped characters faithfully recreate this epic title from Core. Your heroine braves the bears to find the truth of the tombs in a splendid cinematic adventure.



TIME WARNER

PRIMAL RAGE

The Dawn of Prehistory - and the reptiles awaken to do battle. Lots of fighters and special moves, with plenty of surprises to keep you guessing. Who knows, you may even discover what really did make the dinosaurs extinct...

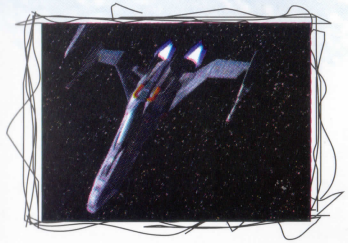


CHAOS CONTROL

SOLAR ECLIPSE

Earth's elite Stellarguard is up against the dreaded alien Drak-Sai, in this intense war set in deepest space.

CRYSTAL DYNAMICS



DEADLY SKIES

VICTORY BOXING

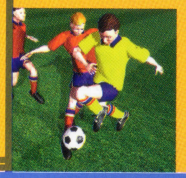
SEGA SATURN CONSUMER BROCHURE WINTER 1995

Olympic Soccer
Olympic Games Volume 1
Olympic Games Volume 2

It's the planet's biggest sporting event - now U.S. Gold and Sega Saturn team up to bring you the official Atlanta '96 Olympic video game.

To the men and women from throughout the world who converge in mortal combat every four years, the Olympic Games have come to represent more than 'mere' sporting competition. As far back as 1928 an entrant exclaimed: "It was like something that rises from the ground and carries you high into the sky. I have seen many things... but when the runner carries the flame into the stadium and the birds are freed and all the flags of the world are flying, I must cry."

The ideals of pure Olympic challenge which so moved that competitor - fighting to the finish on track and field for glory and personal fulfilment; the constant smashing of performance barriers by dint of strength, skill and sheer dogged perseverance - now captivate regularly an audience of more than 2,000 million. And as athletes, officials and spectators prepare to mark the century of human endeavour, Atlanta 1996 promises a spectacle of such power and magnitude as to surpass all other Modern Olympiads.



Hop, Skip and Jump was believed to be a popular event at the '64 Tokyo Games. Well, with just one toilet for every 12,000 spectators...

"...LIKE SOMETHING THAT RISES FROM THE GROUND AND CARRIES YOU HIGH INTO THE SKY..."

Atlanta 1996 Centennial Olympic Games

Swimmer Johnny Weissmuller won five gold medals in the 1924 and 1928 Games, broke 51 world records, then breast-stroked his way through 12 Tarzan movies, five wives and Jane- knows how many business partners...

100 Atlanta 1996

TM, © 1992 ACOG
Official licensed product of the Atlanta Committee, for the Olympic Games, Inc.

...and you can compete at home

Technology has moved on at record-breaking pace. It means you too can now recreate the spirit of the Games at home. U.S. Gold has proved it... with Barcelona 1992 and Lillehamer Winter Olympics video games already having brought home the thrill to over one million people.

Now U.S. Gold and Sega Saturn bring you sights, sounds and dynamic sporting action of truly Olympian proportions... because U.S. Gold has created three officially-licensed Olympic titles guaranteed to pitch you directly into the competitive white heat of Atlanta 1996.

Enter Soccer and Olympic Games Vols 1 & 2, the three titles which comprise U.S. Gold Olympic '96, and you're testing your skill, fitness and determination in an incredible 3D domain which genuinely captures the challenge and raw emotion of the Games. Each game comes to life via hundreds of frames of motion-capture and animation, unlimited camera angles and a mind blowing, fully texture-mapped stadium environment. A jaw-dropping 3D games engine electrifies every player with the surging energy rush of bare-knuckle competition.

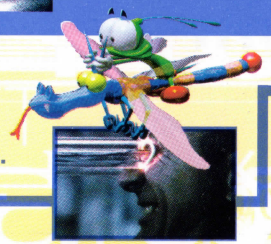
U.S. GOLD

Backed by an interactive, broadcast-style interface, and spatially-enhanced music and SFX, these are three games bound for the highest podium

SEGA SATURN™

SEGA SATURN

Sega aren't the only ones in orbit around Saturn. Here's a grouping of titles from some of our favourite games designers...



SEGA
Victory Goal
Clockwork Knight
Panzer Dragoon
Daytona (USA)
Pebble Beach Golf
Virtua Fighter
Virtual Hydlide
Digital Pinball
Bug
Shinobi-X
Virtua Fighter Remix
Myst
Robotica
Clockwork Knight 2
Sim City 2000
The Mansion of Hidden Souls
Wing Arms
Cyber Speedway
World Series Baseball
NHL Hockey
F-1
Sega Rally
Virtua Cop
Virtua Fighter 2
Mystaria
NBA Action

ACCLAIM
Street Fighter 2: The Movie
Mortal Kombat 2
NFL Quarterback Club '96
NBA Jam T.E.
Alien Trilogy;
D
Revolution X
WWF Wrestlemania - The Arcade Game
X-Men
Layer Section

ACTIVISION
Return to Zork
Shanghai Great Moments

BMG
Ruins

CORE
Firestorm: Thunderhawk 2
Shellshock
Blam! Machine Head
Tomb Raider
Shadow Warrior
Scottish Open

CRYSTAL DYNAMICS
Blazing Dragons
Blood Omen: The Legacy of Kain
Off World Interceptor Extreme
Gex
Solar Eclipse
3D Baseball

DIGITAL PICTURES
Maximum Surge

DOMARK
Crimewave

EA
Hi-Octane
Theme Park
FIFA Soccer '96
NHL '96
Wing Commander 4
Viewpoint

INFOGRAMES
Alone in the Dark:
Hell's Kitchen
Chaos Control

INTERPLAY
Descent
Cyberia
Casper
VR Baseball
Conquer

JALECO
Slam Dragon
Dreamknight

JVC
Deadly Skies
JVC Victory Boxing

KONAMI
Parodius
Dracula X

OCEAN
Worms
True Pinball
HMS Carnage

PHILIPS
Alien Encounter
Burn Cycle

SCI
XS: Shield Up!
Gender Wars
Kingdom o' Magic

SSI
Panzer General

SUNSOFT
Galaxy Fight
Hebereke's Popoitto
Oh-chan's Logic
Jewels of the Oracle

TAKARA
Steam Gear Mash

TIME WARNER
Virtua Racing
Primal Rage
Endorfun

UBISOFT
Rayman
Street Racer

US GOLD
Olympic Soccer
Olympic Games Vol.1 and Vol.2
World Cup Golf
Johnny Bazookatone

VIRGIN
Night Warriors
Tilt

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Peripherals

Great gaming on Sega Saturn needs the controls to match. And the ultimate home entertainment machine is perfectly served - by a top-class range of ergonomically-designed and tested peripherals guaranteed to transmit genuine power to your elbow. After all, how could you possibly expect to perform to perfection with anything less?

VIRTUA STICK

With its solidly stable metal base and eight buttons, the essential rapid-fire control for recreating the arcade experience.

ARCADE RACER

Smooth steering and quick gear changes can make or break your chances of success in racing games like Daytona USA, Cyber Speedway, Sega Rally and Virtua Racing. With telescopic and tilt systems allowing you to adjust your steering wheel's height and angle, this superb accessory delivers them all.

BACK-UP MEMORY

Supplements your Saturn's memory and stores game data with 4Mb of back-up RAM. Essential for sports, RPG and other titles with the special 'Save' feature. And it's four times more powerful than the back-up memory of another games system we daren't mention...

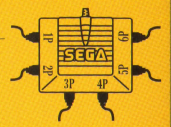
PHOTO CD PLAYBACK

As seen on TV: the world's finest professional photo album. The Sega Saturn Photo CD playback facility allows up to 100 standard 35mm photographs - both negative and slide - to be stored on a photo CD disc. Played back via Sega Saturn and Photo CD operating system, your photographs take on a new, exciting and wholly professional identity.

- **Three zoom levels without compromise to resolution quality.**
- **Choice of special effects.**
- **Random and customised selection.**
- **Variable speed slide show.**
- **Flip, rotate, mirror and sphericise images.**

SIX-PLAYER ADAPTOR

Add even more excitement to your gameplay by boosting the competition - or co-operation - with this excellent multi-player accessory. Makes the most of team games like International Victory Goal, NBA Basketball, NHL Hockey and Pebble Beach Golf.



CONTROL PAD

Ergonomically designed with eight buttons for total control and maximum gameplay.

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